

SWTOR Hardmode Master at Bear-Arms

Gear Recommendations:

- 186 Antares Consolidated Armorers gear with some 192 (Regent Specials) mixed in is sufficient.

Health:

- 4 Million (4,103,854)

Enrage:

- If Mune & Halcyon are defeated and Howie is not in overfed status

Loot:

- 1x MAA Stamp (Official)
- 1x Random Dark Council Robe
- 1x Steak (crafting material)
- 6 Equite Commendations
- 8 Elder Commendations

Basic Overview:

Master-At-Arms (MAA) Howie, aka the Bear, is the third to last boss in the Dark Council quest series. While he has a massively powerful attack, if done correctly, you'll keep him asleep until the final phase. Similar to the Regent Anubis fight where you keep throwing coins at him to keep him distracted you'll need to keep Howie fed. If you do not, he'll awaken and enrage one-shoting the party. You'll equally need to keep Mune and Halcyon from waking the Bear up with spicy food. Bears hate spicy food.

Differences from Story mode

The key difference is that Howie will wake up if not fed and has a feed meter. In story mode regardless of your actions he'll stay asleep until the last phase.

Boss Abilities

Ability	Damage Type	Damage Source	Damage	Cooldown
Bear Hug	Kinetic	Frontal	~5.5k x5	
Bear Lunge	Kinetic	Frontal	~4-5k x2	
Bear Roll	Kinetic	AoE	~8-12k	45s
Vomit	Elemental	AoE	~25-30k	60s

Defectate	Elemental	AoE	~25-30k	60s
-----------	-----------	-----	---------	-----

Mechanics

Bear Hug



Ensure when this occurs that the main tank is getting hugged. The tank healer should focus heals while the secondary tank gains aggro.

Vomit



This is a dangerous situation as it's a 60s AoE attack that slowly spreads out dealing considerable damage and has a snare ability. The size of the vomit attack is based upon the size of the feed meter at the time spicy food is given to Howie.

For example, if spicy food is given while the meter is <50% filled it will take up 3-5m. If spicy food is given when the meter is 50-75% it'll take up 6-10m. If >75% it'll fill the room and everyone will take damage.

Mune & Halcyon

Most of the fight will be spent keeping Mune and Halcyon from waking up Howie. In Hardmode you'll also need to ensure neither feed Howie any spicy food as this will increase the chance of him vomiting and reset his feed meter. If his feed meter equals zero, he will wake up and enrage, wiping the party.

If his feed meter isn't overfed by the time Mune and Halcyon are defeated he'll enrage and wipe the whole party.

Mune

Mune is a fast little wolf and you won't be able to tank him and your melee DPS will almost never get a hit in. The best solution is to have your two range DPS focus on Mune from the

beginning. When he goes to the Taco Bar to get spicy food you'll want to utilize your snare/root abilities and have the melee DPS focus on him. This should get him to drop the spicy salsa.

Range DPS will need to watch his health and Halcyon's to ensure they die at the same time.

Halcyon

Think of this guy as the ringleader of the circus. His whip will do spiking damage but otherwise he's more talk than bite. Your secondary tank will want to tank him on the other side of the room so his whip doesn't accidentally cause damage to Howie and enrage him nor interfere with the range DPS.

The challenge is pacing the melee DPS so as not to kill him too quickly if Mune is causing too much trouble to the range DPS.

Howie:

Feeding the Bear

One of your Melee DPS will need to be designated as the feeder. Whenever the announcement comes that the Taco Bar is open they will need to stop DPSing Halcyon and run to the Taco Bar, before Mune gets there. Once there, they must select from the non-spicy options. Sometimes there are no non-spicy options.

Once a non-spicy item is selected they'll need to race over to Howie, avoiding Mune, to feed him. There is a 10% chance that Howie will Bear Hug the feeder instead of the main Tank (who should be doing the minimum amount of damage while taunting 'e.g., petting' Howie). The Tank should have an emergency taunt ready in this event.

Repeat this activity until the Bear is in overfed status. Be careful, as Mune will target the feeder as soon as they get the food.

Overfed Wake-up

If you've overfed the Bear and both Mune and Halcyon are defeated the last phase is an exercise in movement. The Bear will not lunge nor hug but will roll. The tanks and melee DPS should move to the front or rear of the Bear for this phase as it's less likely that they'll get hit by a roll attack.

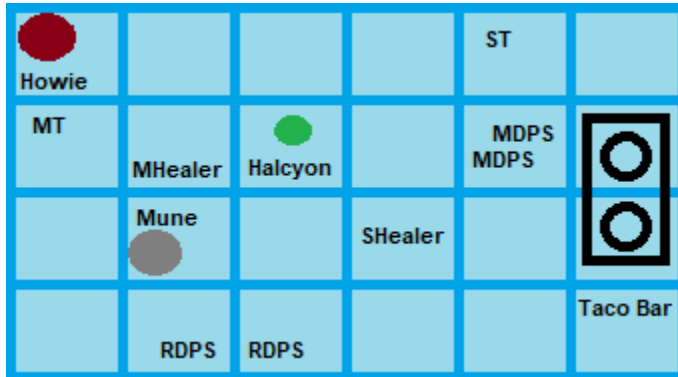
However, once his health is below 10% the chance of vomit or defecate goes up 30%. Once this phase begins you'll need to keep moving to dodge the pools while still applying aggro and DPS. The signs to watch for are either the tail raising or the mouth going slack.

It's very hard to spot the signs for vomit as it's the same animation used for the Bear roar.

Summary:

This is a fun fight, though not overly challenging for range DPS. Healers will struggle if the feeder does not get to the Taco Bar in time as the pools of AoE damage will stack. Melee DPS will have the hardest time as you'll need one that has a speed ability to get to the Taco Bar and to Howie as fast as possible.

Map:



Bosses are in the starting position while players are positioned in ideal spots. MHealer should focus on the MTank and RPDS while the SHealer should cover the STank and MDPS. This gives overflow so both healers can reach the RDPS is Mune mauls one of them.